



SILENT SCOPE™

COVERS ALL-NEW
OUTDOOR
SHOOTING RANGE!



Mel Odom

primagames.com





PRIMA'S OFFICIAL STRATEGY GUIDE

Mei Odom

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ISBN: 7615-3358-5
Library of Congress Catalog Card Number: 00-10837
Printed in the United States of America

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Introduction

Mention the occupational sniper anywhere, and the subject immediately draws a lot of attention. Being a sniper sounds like a really cool profession for those who want exciting lives. Snipers are found in military units, as well as police departments. In recent wars, snipers were armed with .50 caliber Barrett sniper rifles equipped with 11-round magazines. Targets have been successfully confirmed as far away as a mile in military engagements.

Snipers are the men in movies whose special suits make them look like part of the shrubbery or grass around them. When these men step from the cover of darkness, having until then seemed simply another part of the shadows, they thrill audiences.

A number of police action thrillers have rendered the image of the black-uniformed SWAT (Special Weapons and Tactics) teams part of the action/adventure experience. In reality, police snipers—with their uncanny skills and calm manner even in the face of immense stress—have managed to save lives with their astounding accuracy. A few years ago, a hostage situation in Los Angeles ended when a police sniper shot the pistol from a man's hand. Until that point, that feat had only been seen on television and in the movies.

The other sniper that seems to capture the thrill-seeker's imagination is the lone gun: the mercenary who might one day fight on the side of good, then turn around and hire out for criminal activity the next.

Both of them get attention for their incredible marksmanship. Most of us aren't ever going to get behind a scope in such a tense situation with lives on the line. But *Silent Scope* allows you to experience those situations by putting you into places where other lives—and your own—are in constant jeopardy.

Are your sharpshooting skills good enough to keep you alive and fighting, as well as moving into the next scenario where the next life is on the line? Can you beat the clock while you do it?

The Book

This book will help you become the ultimate sharpshooter. The first couple of chapters give you background on the arcade version of the game and offer sniping tips.

A step-by-step walkthrough of the arcade version of the game follows. Each enemy's position, as well as the best order in which to take enemies out, is given. Since Double Hits boost your overall sniper percentage, strategies for achieving the maximum number of them are provided in the walkthroughs, as well.

The next section includes brief overviews of the indoor and outdoor target ranges, as well as the original *Silent Scope* game mode.

Enjoy, and keep both eyes open!





Gameplay

In the arcade version of the game, you are the best sniper on call for the United States government. No one shoots straighter, better, or faster, which is why the government called you when terrorists started targeting the President and his family.

After the call goes out, you are flown into the kill zone and stationed inside a building to provide backup to the police trying to contain the terrorists. This initial confrontation provides you with most of the skills and background you need to complete each adventure.

Once you have successfully taken out all the terrorists in the streets and the snipers on the rooftops, the action proceeds to a building rooftop, an aerial battle with a helicopter, or to a fan-packed football stadium. From there, you proceed to a running sniping assignment along a busy highway or to an upscale downtown hotel.

All of these assignments ultimately lead to a final assault on the terrorist base. The base is hidden deep in the woods. You have the choice between two different routes from which to approach the base. One route is through the woods. The second route is an airdrop where you are at the mercy of searchlights you have to shoot out while dealing with terrorists.

The final leg of the mission takes place inside the enemy base. You go from room to room, blasting all the enemies where you find them. The time frames shorten considerably inside the enemy base, and the tolerances for failure are low. A sniper works best with the one-shot/one-kill mentality—this becomes a required skill.

As you progress, the tension mounts and the clock basically runs on empty. Pay attention to the skills you acquire at each level, and to the Double Hit opportunities that keep your sniper percentage high.



Sniping Tips

Sniping is a skill that can be learned. Vision and timing are the two primary components. You have to **see** the target and know **when** to shoot to hit it.

Vision

The main thing to remember while aiming and shooting at a target is to keep **both** eyes open. Closing one eye lessens your depth perception and reduces your accuracy. Old Westerns and war movies show guys shooting pistols or rifles with one eye closed, as if it's going to help them focus on the target. This is a popular misconception. In reality, a sniper keeps both eyes open—one to scan the entire field of fire open to him or her, and the other to sight through the scope. Switching

from the field of fire to the narrow view offered by the scope is a mental ability; the shooter actually tells his or her brain which eye to focus on.

In the arcade version of the game that comes equipped with the rifle, the better shooters are always the players who have learned to keep both eyes open. The next time you're at the mall playing the game, check out the players who step up after you.

The Closed Scope

The *Silent Scope* game for your console allows for a **closed** scope.



In closed mode, the scope is reduced and transparent on the screen. When closed, the scope can be moved rapidly around the screen.

If you come upon a target close by, you can actually use the closed scope to bring your weapon into play much more efficiently and get a shot off much more quickly.



The Open Scope

The **open** scope magnifies the target and the target area. In open mode, the scope clearly makes far-away targets appear much larger than they are.



When the scope is open, the crosshairs appear. They make it much easier to align the shot. What you gain in accuracy with the open scope is lost in speed. If the target is in motion, you need to **lead** the target slightly; operating totally out of your focus on the open scope makes this difficult.



In either the open or the closed scope mode, the blue arrows representing the information given to you by your spotter appear on the screen. They guide you to the various targets spread out before you.

Once you have taken down a target, red arrows show up inside the open scope that lead you to the next nearest target.



Leaving the scope open means it takes longer for you to reach the next target. It's better to switch between open and closed scopes to acquire the targets more quickly.

Leading a Target

A moving target presents a lot of challenges. If a target is moving, you can line the crosshairs directly over it and still miss. Misses are generally made because the target is moving away from the path the bullet is taking. To compensate for the target's movement, aim slightly ahead of it in whatever direction it's moving.

If a target is moving to the right, aim slightly ahead of it to the right. If the target is moving to the left, aim slightly ahead of it to the left.



When you confront the fighter jet in the air battle and the helicopter in the highway sections, you may have to aim slightly under the aircraft if it's descending, or slightly above the aircraft if it's ascending.



Moving vehicles also create difficulties. You have to make adjustments as they move away from you to the left or right. Spending time on the indoor and outdoor ranges with moving targets helps sharpen your skills and reflexes.



Night Scope Targeting

Sections of the arcade game take place in the dark or at night. Thankfully, you're equipped with a night scope. However, targets and terrain look different through the night scope.



After working with the night scope a little while, you'll be picking off targets easily.



Shooting

Shooting a target requires two things: acquisition and a steady hand. When sniping, a shooter usually only gets one chance to put a target down. Therefore, the first shot must count and must be debilitating.

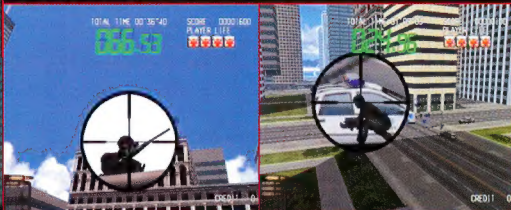
Shoot for the center mass of a target to ensure that you hit it. Shooting on the fly at a number of targets in succession is hard. To

improve your accuracy and your speed in these situations, shoot for the center of a target's chest.



A shot to the middle of the body brings down a target in the game every time.

Another option to the body shot is trying for a head shot. Make certain the target isn't going anywhere. Several of the terrorists in the game have set routines they go through.



Memorize your target's routine, if there is one, then shoot the target when he is still. Head shots result in more points.

Squeezing the Trigger

Don't jerk the trigger when you fire. One of the biggest mistakes beginners make is jerking the trigger and forcing the shot. **Squeeze** the trigger all the way through each time to keep your aim steady.

Double Hits

Everyone has heard the old stories about Daniel Boone and how his father used to give him only a few bullets to go hunting with every day. To feed the big Boone family, young Daniel used to have to line up deer, quail, turkeys, etc., and shoot two or three of them with one bullet.



Silent Scope's arcade game offers a variant on this. If you can line up two of your targets you can put them both down with one shot.



Hitting two targets with one bullet increases your sniper percentage dramatically. Having a high sniper percentage at the end of each level gives you the Bonus Credits you need to get through the game.

Mission 1: *Downtown*

"The President and his family have been attacked by an armed terrorist group. They are demanding freedom for their dictator. Go to the location immediately. Take out the terrorists and save the President and his family. The police are returning fire. Please provide backup."

VIEWS TO A THRILL

At the beginning of the arcade game, three possible sniping routes are open. The selection of the routes is random, however you can simply restart the game until you get the start you want.

The views below are presented in the order of what provides the greatest opportunities for Double Hits (taking down two enemies with a single bullet) against the terrorists, to the least. In the first scenario presented, more opportunities are available for Double Hits.

Double Hits raise your sniping percent-

age to more than 100 percent and enable you to keep a higher sniping percentage throughout the game.

If you maintain a high sniping percentage throughout the game, you receive Bonus Credits at the end of each mission stage. These Bonus Credits come in handy during the final leg of the mission.

However, you may discover that one of the three views is more relaxing than the other two. Choose the one that feels most comfortable.

FIRST VIEW



This view of the street is off to the right of your sniping position.



The flashing blue arrows point out the presence of enemy forces.



Use the closed scope to track down your targets more rapidly.

MISSION NOTE:

For the purposes of this game, a closed scope refers to the reduced scope on the screen. Pull [L] to reduce the scope on the screen. Releasing [L] opens the scope for instant magnification.



MISSION TIP:

On the Downtown level, track the terrorists through the open scope. Shooting one terrorist immediately lights up a new red arrow that points the way to the nearest target. In later levels, using the closed scope remains the most effective way of achieving target acquisition.

WARNING!

Don't shoot any of the police officers in the area. Any hit on one of them results in a missed shot that goes against your sniping percentage. Also, the police officers occasionally take down a sniper for you.



The first opportunity for a Double Hit usually happens in the upper left section of the screen.

Mission 1



Wait until the two terrorists gather.



Open the scope and sight between them so that the bullet will strike both targets.



Squeeze the trigger and take down both terrorists for a Double Hit.

MISSION TIP:

The terrorists don't always gather so conveniently and the clock is ticking. If they don't approach each other, try restarting the game a few times until they do. The bonus sniping percentage is well worth the time investment.



Be aware that police officers are on the scene. Don't shoot them.



With the scope open, follow the red indicator arrow to the next target.

MISSION NOTE:

When you register a Double Hit, the game shows it to you.



Squeeze the trigger to eliminate that target as well. Keep following the red indicator arrow.



Yellow arrows around an enemy mean that he has you in his sights.



Track down and blast the yellow-lit enemies quickly to avoid being shot!

WARNING!

When terrorist forces turn yellow it means that they are aiming back at you or are out of line-of-sight for targeting at the moment. When they turn red, it means they have you in their sights. Blast them quickly or they will blast you!



Sometimes a target runs. Either wait until the target is at rest again, or aim a little in front of the terrorist to lead him, then squeeze the trigger to blast him.



After you have put down four or five of the terrorists, your spotter shifts you to the top of the first building.



Two targets are there.



Pick the terrorists off, sweeping from left to right with an open scope.



For better target acquisition, wait until the terrorist snipers lean out over the building to take them down.



Once both terrorist snipers are down, the spotter moves you on to the second building.



Two more snipers take cover there.

MISSION NOTE:

The sweeping pattern from left to right is an unconscious habit that most people have. It really makes no difference on the rooftop levels so far, but doing something familiar makes you faster. Repetitive sighting and shooting hones the skills you need to defeat your enemies in the later, faster-paced stages of the game.



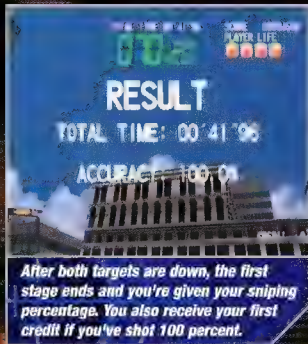
Again, sweep from left to right.



Go for the head shot if the terrorists are in kneeling positions...



...or wait until the terrorists stand and expose themselves to fire.



After both targets are down, the first stage ends and you're given your sniping percentage. You also receive your first credit if you've shot 100 percent.



The next building provides another Double Hit opportunity.



Take out the terrorist on the left side of the building first.



The other two terrorists group together defensively for a moment.



Put a bullet between them to score the Double Hit.



Only one terrorist is at the next building. Blast him and keep moving. Keep an eye on this one. He starts running if you watch him for just a bit. If he does, wait until he turns around and kneels to take him out.



The next two terrorist snipers are long shots.



Target the two terrorists carefully and squeeze the trigger.



The next building provides another Double Hit opportunity if you can target the two terrorists crossing.

WARNING!

This Double Hit opportunity very seldom occurs. Look for it if it presents itself and strike quickly. If it doesn't happen, the terrorists immediately turn yellow and start targeting you. Make your decision quickly.



The last building has a final sniper. This is a long-distance shot and the terrorist kneels down.



If you go for the head shot for the points, wait until he has just entered one position or the other.

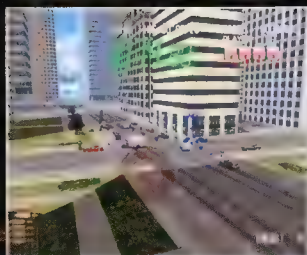


The percentage score rolls up again so you can check your standings. You also get another Bonus Credit if you've shot well enough.



After clearing the Downtown area, you are presented with a choice of routes to follow. You can choose the Tower Building, the Air Battle, or the Stadium. Shoot the one you want to follow.

SECOND VIEW



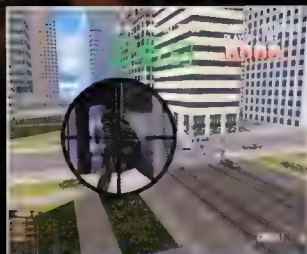
This view of the Downtown area lies straight in front of you.



The flashing blue arrows point out the presence of enemy forces.



Use the closed scope to track down your targets more rapidly.



Work from left to right on this sniping run.



Follow the red indicator arrow to the next target.



Keep tracking your targets by using an open scope and following the red arrows.



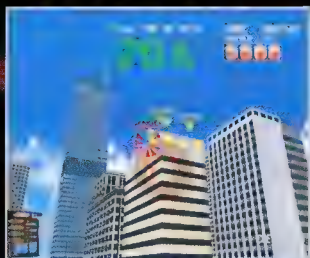
Be aware of the police officers in the area and don't shoot them.



Track down and blast the yellow-lit enemies quickly to avoid being shot!



After you have put down all five terrorists in this area, your spotter moves you to a rooftop.



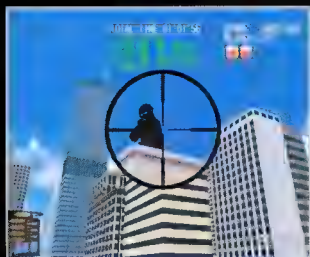
Three terrorist snipers hold positions on the rooftop.



Sweep from left to right to pick up the targets. The first target offers no problems at all once he is in sight above the roofline.



The second target has a habit of moving quickly, often spoiling a shot.



Wait until the second terrorist is to the right of the building corner to take the shot.



The yellow arrows around the third target let you know when he is in motion.



When the terrorist has red around him, he has you in his sights.



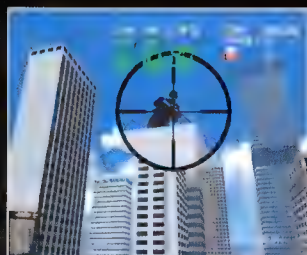
Shoot him quickly!



The next building the spotter moves you to has two targets.



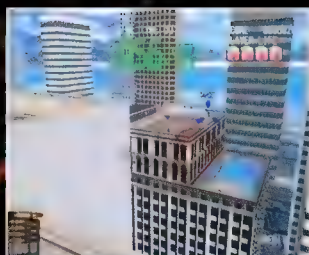
Again, work from left to right.



Neither target is especially difficult, except for the distance.



Once that rooftop is cleared your sniper percentage appears. You get a Bonus Credit if you scored 100 percent.



Two terrorist snipers are in position on the third rooftop.



Take out the one in the back on the right first.



Be aware that the terrorist back there will duck behind the building.



Wait until he walks back out into the open and hunkers down to blast him.



Then take down the sniper at the front of the building.



The next shot is a long-distance one. Center your crosshairs, let out half a breath, and squeeze the trigger to drop him.



As you turn around, you discover two terrorists on the same rooftop with you.



The terrorist on the left has a habit of shooting quickly and ducking behind the building, often resulting in a lost shot. Ignore him and target the terrorist behind him.

MISSION TIP:

Although you may get shot, ignoring the terrorist on the left at this point is good gaming advice. If you fire quickly with a closed scope you might get him. However, if you are just a tad slower on the trigger or you want to make sure you roll up a perfect score, wait to pick up this target on the next pass.



Now shift your attention to the other terrorist. Use the closed scope for faster action, or the open scope to make sure of the shot.



The next shot is a long-distance one.



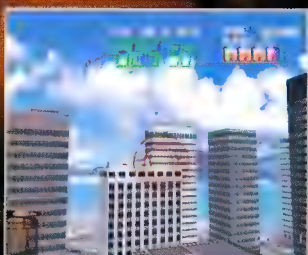
Squeeze the trigger to take down the lone target there.



Following that shot, you discover another terrorist on the rooftop.



Targeting this terrorist is easy, and he starts out with his back to you so there is little risk. Wait just a moment and you can nail him between the eyes for the extra points.



The final shot in this series is a long-distance one again.



Squeeze the trigger to take the terrorist down.

Mission 1

THIRD VIEW



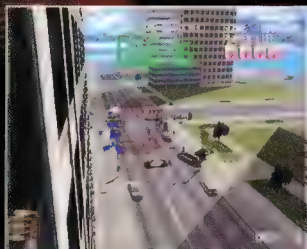
Finishing off this series brings up the sniper percentage and a Bonus Credit if you've earned it.



After clearing the Downtown area, you are presented with a choice of routes to follow. You can choose the Tower Building, the Air Battle, or the Stadium. Shoot the one you want to follow.



This view of the Downtown area lies to your left.



The flashing blue arrows point out the presence of enemy forces.



Use the closed scope to track down your targets more rapidly.



Work from left to right on this sniping run.



Follow the red indicator arrow to the next target.



Keep tracking your targets by using an open scope and following the red arrows.



Be aware of the police officers in the area and don't shoot them.



Track down and blast the yellow-lit enemies quickly to avoid being shot!



After you have put down all five terrorists in this area, your spotter moves you to a rooftop.



Two terrorists hold positions on this building.



Work from left to right to take down both targets. Wait until they lean over the side of the building to get a bigger target.



Man, that's a long fall!



Head shots are possible here, but you have to shoot right after the terrorist moves into position.



Three terrorists are scattered across the next building.



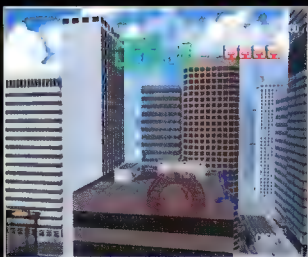
Work from left to right again.



Wait until the terrorists lock into position to get bigger targets.



Finishing out this series of shots finishes this stage and brings up the sniper percentage.



After your spotter moves you on, there are two snipers on the next rooftop.



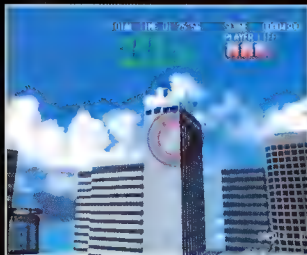
Work from left to right to put the snipers down, but if the man at the back gets close to the corner of the rooftop building, he will duck and run.



If he ducks out of sight before you get the shot off, wait until he reappears and hunkers down to get him.



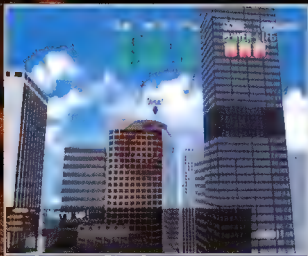
The man on the right is an easy shot.



The next rooftop has two very long shots.



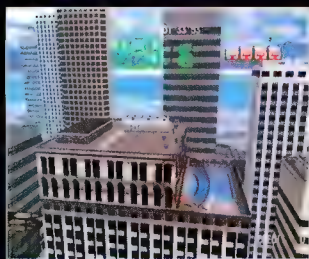
Target the terrorists and squeeze the trigger to clear the rooftop.



When the spotter moves you along, you have an even longer shot to make.



Kneeling or standing, this terrorist provides a big target to someone with a steady hand.



Moving on to the rooftop swimming pool area, note the two terrorists on the left.



Squeeze your shots off to get them one after the other.



The final target is a long-distance shot.



Wait until the terrorist is standing to increase your chances of hitting him.



After completing this series, you're given your sniping percentage again. If you scored 100 percent, you receive another Bonus Credit.



After clearing the Downtown area, you are presented with a choice of routes to follow. You can choose the Tower Building, the Air Battle, or the Stadium. Shoot the one you want to follow.

BEGIN MISSION

Once you have cleared out the Downtown sector, you're re-assigned to the Tower Building. Scorpion is there holding the president's wife hostage. You shoot from a moving helicopter while being shot at, so a steady hand and steely nerves are necessary.

Although you're assigned to take out Scorpion and the other terrorists, all you really have to concern yourself with is Scorpion. After you take him down successfully, the scenario ends.

Mission 2: Tower Building

"I've found the First Lady at the top of the Tower Building. Go to the location immediately, wipe out the terrorists, and save the First Lady!"



A helicopter picks you up.



You are flown high above the city.



Scorpion stands over the First Lady with a rocket launcher. He's ringed in red and black arrows.



Shooting him from the moving helicopter is difficult.

MISSION NOTE:

Remember that any time you miss Scorpion, your sniping percentage score lowers. Also, any time you are shot your own shot goes wild and is recorded as a miss. If you shoot the First Lady by mistake, that is also recorded as a miss.

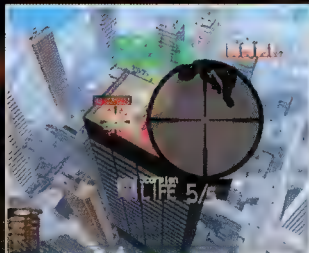


MISSION TIP:

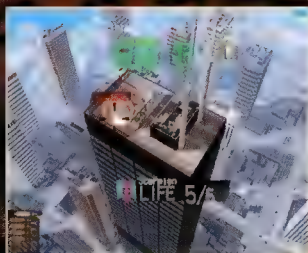
For whatever reason, the helicopter seems to steady out a little after the terrorists have shot at you. If you can't seem to get that first shot at Scorpion off immediately, wait until after he has fired, and the missile has hit or missed you.



If you want to pick off the other terrorists, use the closed scope to target them.



Magnify the scope and blast the terrorists one at a time, quickly closing the scope between each shot.



When you're ready to concentrate on Scorpion, find him through the closed scope.



Open the scope to close in on him, but note how close he is to the First Lady.



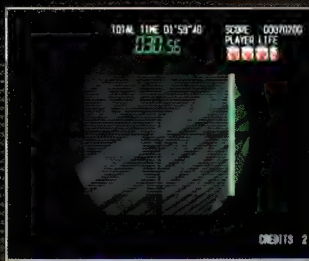
The best approach to take with Scorpion is to sweep up from his feet slowly.



It takes five shots to take down Scorpion.



A single shot to the head also brings Scorpion down.



Once he's down, Scorpion takes the long fall! If you didn't miss any of your shots, the sniper percentage rolls up another Bonus Credit—it's time to take this feat of marksmanship on the open road!

Mission 3: Air Battle

"I've spotted an unidentified aircraft!"

BEGIN MISSION

Once you clear out the Downtown sector, you're reassigned to the Air Battle. Scorpion pilots an attack jet with hover capabilities. He dodges and hides among the tall buildings of the city. Track him down and eliminate him.



Get into the chopper to continue your sniping assignment.



An unidentified aircraft rises to challenge you for the airspace!



Scorpion is at the controls.

MISSION NOTE

Shooting the attack jet anywhere scores points. This is good because it can help you bring up your overall sniping percentage. The bad news is that it takes 30 points to put the attack jet down. In the meantime Scorpion is blasting you to smithereens and eating up your Bonus Credits and Life. If you can make the head shot required to put him down, it's in your best interests. Also, shots that hit the cockpit score extra damage.



MISSION TIP:

If you score the head shot at any time during this sequence, Scorpion goes down immediately, bringing up your sniper percentage.

Mission 3



Take an initial shot as the aircraft levels out against you. Use either an open or a closed scope.



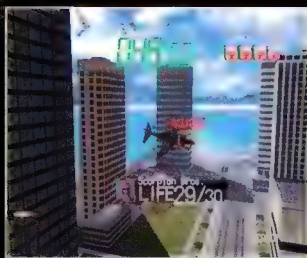
When the attack jet flies away, follow it but hold your fire unless you're really good at leading a moving target.

MISSION TIP:

Keep a closed scope at all times while chasing the fighter jet. You can target more quickly if your scope is closed, and most of the time you don't even have to open the scope to hit the jet. Head shot opportunities will be noted.



Keep your scope closed so you can see the whole screen while you pursue enemy craft.



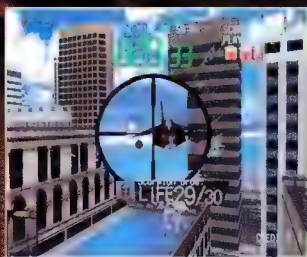
As the jet comes around the first building to bring its weapons to bear, open the scope.



Head shot opportunity. Fire into the cockpit as quickly as you can. Remember, every shot that hits the jet counts.



Close the scope again and turn around to spot the jet as it comes out on the other side of the building. You might have a chance at one or two closed scope shots here. If you don't get them, don't worry because a better opportunity is coming up.



Head shot opportunity. When the jet settles in above the rooftop swimming pool, open the scope and light up Scorpion.



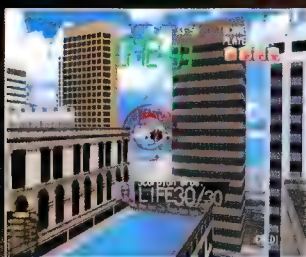
When the jet breaks off its attack, close the scope and follow it through the buildings.



Around the next corner, snap off a few more closed scope shots to add to the damage.



Keeping the scope closed, follow the jet through the buildings again.



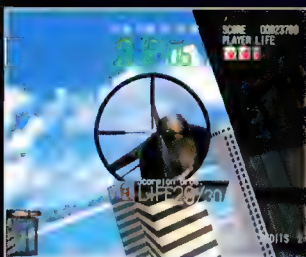
Head shot opportunity. When the jet settles over the swimming pool again, open the scope and blast it.



Track the jet through the next series of buildings.



Head shot opportunity. When the jet appears in the open on the other side of the buildings, open the scope and blast it again.



Follow it to the next building.



Head shot opportunity. Target the jet as it hovers in the air.



Head shot opportunity. Follow the jet to the rooftop swimming pool again and open the scope. Hammer it again.



The pattern repeats until you send Scorpion down to street level as a fireball. Once the jet is down, the sniper percentage shows. Now get ready to hit the road on Highway 2.

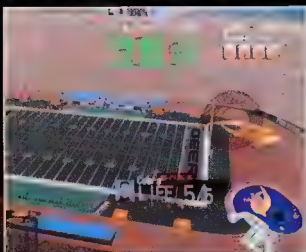
Mission 4: Stadium

"Terrorists have kidnapped the President's Daughter and are hiding in the Stadium. We can't identify them from here. Go and search for them!"

BEGIN MISSION

Once you have cleared out the Downtown sector, you're reassigned to the Stadium. You shoot from a helicopter, which increases the difficulty of your shots. Cobra has captured the President's Daughter and is doing some broken field running to the other end of the Stadium. Besides the President's Daughter slung over Cobra's shoulder, there

are also terrorists who shoot back at you, and football players who get in your way as you shoot. Hitting the President's Daughter or the football players by accident counts as missed shots. Scope out the cheerleaders for Bonus Life, but be careful not to get trigger-happy around them either.



Get into the chopper to continue your sniping assignment.



Fly toward the Stadium.



Drop down into a hovering pattern and start picking out targets.



Red and black arrows mark Cobra.



Scope out the cheerleaders on the sidelines to get Bonus Life.



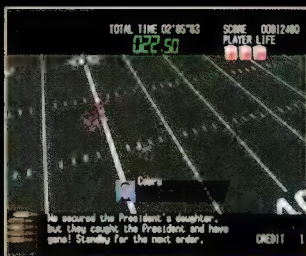
The other terrorists are marked with red and yellow arrows. You spot them when Cobra reaches the 50-yard line, if he gets that far.



Aim at Cobra's feet unless you feel like going for the head shot. Lead him a little to get the bullet placed precisely.



It takes five leg shots to put Cobra down—or one really good head shot.



If you miss Cobra, he escapes the Stadium. You have to continue the chase on the Highway. See page 37.



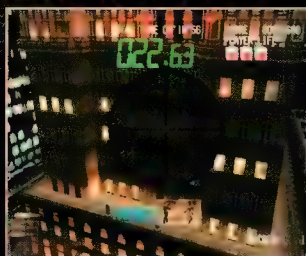
If you take down Cobra, your spotter tells you that the First Lady is being held at the Imperial Hotel.

BEGIN MISSION

After you've taken down Cobra at the Stadium, fly to the Imperial Hotel where the First Lady is being held prisoner. The gameplay here requires you to be patient and sweep the various rooms open to your view. The spotter calls out enemy forces and marks them for you in blue arrows. Take them down quickly. Don't forget to sweep the other rooms for chances to get Bonus Life.

Mission 5: Imperial Hotel

"I have received information that the First Lady has been captured by the terrorists at the Hotel Imperial. Find their hideout and remove them all."



The chopper carries you to the next sniping assignment.



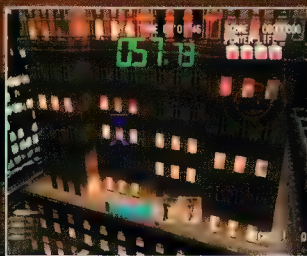
Use a closed scope to rake the Imperial Hotel windows in front of you.



The targets you're searching for may be viewed at the bottom of the screen.

MISSION NOTE:

The targets appear randomly in different rooms every time you play the game.



The spotter marks the windows where the terrorists are. Look for the familiar blue arrows.

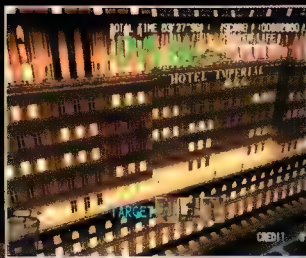
Mission 5



Target the terrorists and take them down. Don't take hurried shots.



Steady trigger squeezes get the job done quickly. Remember, you've got a sniper percentage on the line!



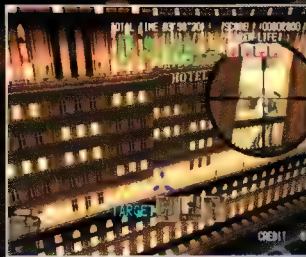
After the first two targets are down, the chopper flies around the corner and you're given three more terrorists.



Search for the terrorists with a closed scope, from left to right, and from top to bottom.



Again, the spotter marks them for you with the blue arrows.



Calmly take each target down as you get to it.



Don't forget to ogle the girls through the hotel windows to get your Bonus Life!

MISSION TIP:

If you're carefully taking your shots, chances are that you're also taking some damage. The Bonus Life comes in handy, extending your life in the present credit. Remember, every terrorist you put down with the credit you're currently using is one less terrorist you have to face when you start the next.



Clear the targets one at a time as you continue sweeping the windows with a closed scope.

MISSION TIP:

Sweep slowly with the closed scope and you still trigger the Bonus Life power-ups. Using an open scope slows you down.



Trust the spotter to find the targets.

MISSION NOTE:

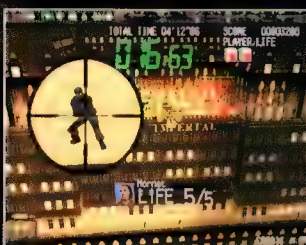
Be aware that you can't shoot through the levels on the other side of the Imperial Hotel. Also, the rooms are large. A terrorist can walk from one window to another. You might think the terrorist is hiding when he has actually walked into the next room.



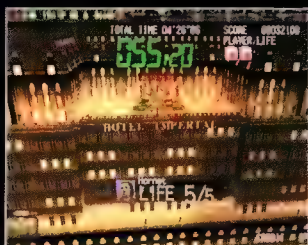
Once the three other terrorists are down, the spotter identifies Hornet, the master sniper, with the First Lady.



Hornet moves really quickly.



Hornet also has plenty of terrorists backing him up.



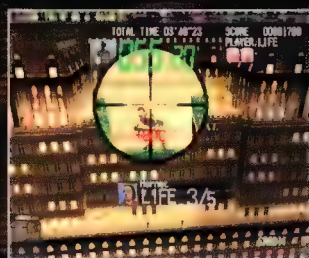
Black and red arrows mark Hornet for you on the closed scope.



It's in your best interests to take down the other terrorists first unless you can get Hornet quickly. They shoot at you constantly, scoring hits.

MISSION TIP:

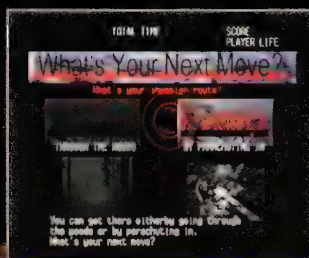
The best chance you have at Hornet is when he is reloading. He fires three or four shots, then reloads while kneeling. If you have a steady hand and catch him occupied, that provides the best chance for a good shot.



You can take a head shot at Hornet when he kneels down to reload. Otherwise, take Hornet down by scoring body shots.



Once Hornet is down, the First Lady is safe.



Finishing this mission brings up your sniper percentage. If it's high enough, you earn another Bonus Credit. The spotter also tells you the Enemy Base has been found. Choose between approaching it through the woods or by parachute. Select your chosen course by shooting.

Mission 6: Highway

"Some terrorists have kidnapped the President's Daughter and are escaping by the highway! Chase them and save her from harm!"

THE FIRST HIGHWAY FROM THE TOWER BUILDING OF AIR BATTLE

BEGIN MISSION

There are three different routes to take along the highway to save the President's Daughter. The one you end up on depends on how you get there. The first two highway layouts are essentially the same.



The helicopter drops you into a speeding car.

WARNING!

The terrorist on the left throws grenades at you. Spot the grenades in the air through the scope and blast them to prevent damage.



MISSION TIP:

Watch the terrorist on the left in Spectro. Shoot him through the center of the chest to get the driver, as well. This gives you a Double Hit that boosts your sniper percentage!



Target the pickup ahead and take out the two gunners.



Shoot the terrorist on the right if you don't want to try to shoot the pickup driver.



The pickup spins out of control.

MISSION NOTE:

If the next attacker is **not** ahead of you but is another pickup coming from the rear, go to the next highway scenario.



Shoot the two terrorists in the open truck ahead.



If the truck is weaving back and forth, you need to lead the targets.



Target the two terrorists in the pickup that speeds by you.

MISSION TIP:

Shooting the terrorists and getting the driver here also gives you a Double Hit.



Blast the terrorist from the back of the open truck ahead.



Look in the sky to spot the helicopter.

MISSION TIP:

The helicopter presents a variety of challenges. First of all, it is a moving target, and it fires missiles that do a lot of damage. If you can get the pilot, you will be out of danger really quickly. However, the best way to deal with the helicopter is not to panic. You have time to shoot it five times and take it out with concentrated fire. However, when it fills the screen, use a closed scope to run up the damage you're inflicting.



When the helicopter gets out in front of you, use the closed scope to target it...



...then open the scope and blast it!



When the helicopter gets close enough, you can also fire while using the closed scope.



Work your sniper skills best by waiting for the helicopter to settle a distance away—hold steady, then rack up another hit.



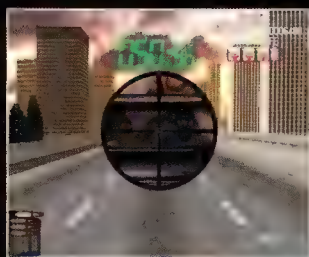
After the helicopter is hit five times, it goes down in flames.



A small pickup with two terrorists in back comes racing at you.



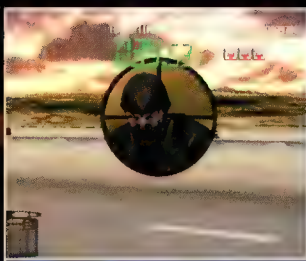
Take out the terrorists if you want...



...or take out the pickup driver to put that team down more quickly.



Another pickup comes up on the right.



Two terrorists fire from this pickup, as well.

WARNING!

The pickup here runs at alternating speeds. It slows and falls behind you, then speeds up and blows by. Take your time to make certain of your targets if you want a good sniper percentage.



Remember that you can take out the driver to put the team down more quickly.



Two more terrorists ride in the pickup ahead.



Be sure to ogle the cuties in the red convertible to get a Bonus Life!



You can get a Double Hit on the driver and the crew in back.



The Cobra is in the convertible ahead with the President's Daughter.

MISSION TIP:

The convertible shifts from side to side often. You have to lead your shots at different times to hit the Cobra here. The best times to do this are when he's standing; he makes a bigger target. If you hit the President's Daughter by accident, it counts as a missed shot.

Mission 6



Pace your shots. Wait until the Cobra is standing to shoot him.



After five hits or a head shot, the convertible spins out of control.



Incredibly, the Cobra gets up and runs away.



Only a short distance away, the Cobra hijacks an 18-wheeler.



That 18-wheeler bearing down on you is one of the fiercest weapons you'll face.

MISSION TIP

Shooting the 18-wheeler anywhere scores points. That easy marksmanship can help bring up your overall sniping percentage if you need it. Still, it takes 30 points to put the 18-wheeler down. In the meantime, the Cobra is generally creaming you with every run he makes, tearing through your Bonus Credits and Life. If you can make the head shot required to put him down, it's in your best interests. Also, in general, shots that hit the driver's area score extra damage.



Keep banging away at the 18-wheeler to chop down on the points it has. Every hit helps nudge up your sniping percentage.



However, every pass the Cobra makes cuts into your Life and Bonus Credits. It's better if you can put him down quickly.



When the 18-wheeler is coming from its original direction, aim slightly to the right of the Cobra's head to lead him.



When the 18-wheeler comes from the other direction, aim slightly to the left of the Cobra's head.



After you have inflicted enough damage on the 18-wheeler, it catches on fire.



It isn't long before the 18-wheeler skids out of control, turns over, and...

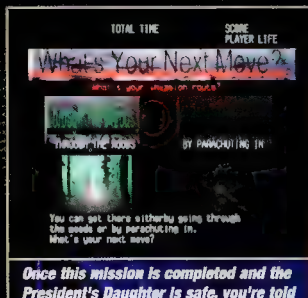


We secured the President's daughter, but they caught the President, and have gone! Standby for the next order.

CREDITS 0

explodes!

THE FIRST HIGHWAY FROM THE TOWER BUILDING OF AIR BATTLE



Once this mission is completed and the President's Daughter is safe, you're told the Enemy Base has been found. There are two paths to the Base. Pick one and keep going. If you scored high enough on your sniper percentage, you pull in a Bonus Credit.



CREDITS 2

The helicopter drops you into a speeding car.



Target the pickup ahead and take out the two gunners.

WARNING!

The terrorist on the left throws grenades at you. Spot the grenades in the air through the scope and blast them to prevent damage. However, if you get the terrorist down quickly, no grenades are thrown and any that have been thrown won't hurt you.



MISSION TIP:

While the terrorist on the left is squatting, shoot him through the center of the chest to get the driver as well for a Double Hit that boosts your sniper percentage!



Shoot the terrorist on the right if you don't want to try to shoot the pickup driver.



The pickup spins out of control.



Shoot the two terrorists in the pickup trucks that come after you.



Take out the driver to end the confrontation quickly.



Target the two groups of terrorists in the pickups that you race past.



Shooting the drivers quickly takes them down as a group.



Look in the sky to spot the helicopter.

MISSION TIP:

The helicopter presents a variety of challenges. First of all, it is a moving target, and it fires missiles that do a lot of damage. If you can get the pilot, you will be out of danger really quickly. The best way to deal with the helicopter is to remain calm. You have time to shoot it five times and take it out with concentrated fire. When it fills the screen, use a closed scope to run up the damage you're inflicting.



When the helicopter gets out in front of you, use the closed scope to target it.



Then, open the scope and blast it.



When the helicopter gets close enough, you can also fire while using the closed scope.



Work your sniper skills best by waiting for the helicopter to settle a distance away, hold steady, then rack up another hit.



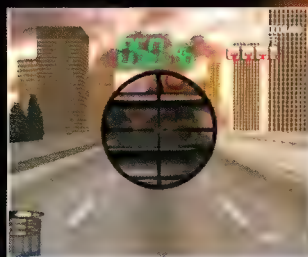
After the helicopter is hit five times, it goes down in flaming debris.



A small pickup with two terrorists in back comes racing at you.



Take out the terrorists if you want...



...or take out the pickup driver to put that team down more quickly.



Another pickup comes up on the right.



Two terrorists fire from this pickup, as well.

WARNING!

The pickup here runs at alternating speeds. It slows and falls behind you, then it speeds up and blows by you. Take your time to make certain of your targets if you want a good sniper percentage.



Remember that you can take out the driver to put the team down more quickly.



Three more terrorists ride in the open truck ahead.



Take a quick peek into the red convertible ahead to get a Bonus Life.



You can get a Double Hit on two of the terrorists in this truck if you shoot for their legs.



The Cobra is in the convertible ahead with the President's Daughter.

MISSION TIP:

The convertible shifts from side to side often. You have to lead your shots at different times to hit the Cobra here. The best times to do this are when he's standing. He makes a bigger target. If you hit the President's Daughter by accident, it counts as a missed shot.



Pace your shots. Wait until the Cobra is standing to shoot him.

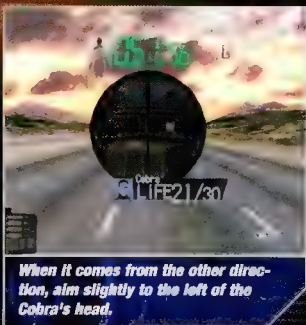
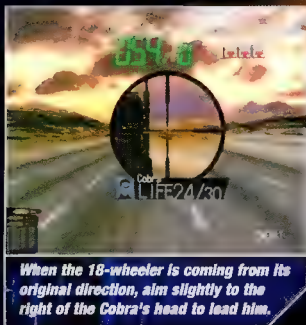
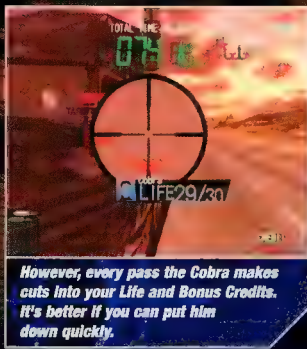


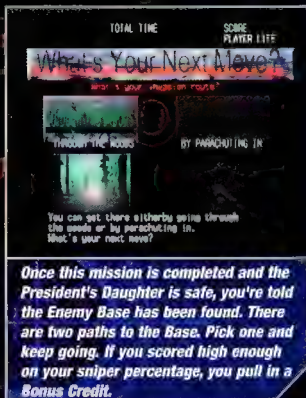
After five hits or a head shot, the convertible spins out of control.



MISSION TIP:

Shooting the 18-wheeler anywhere scores points. That easy marksmanship can help bring up your overall sniping percentage if you need it. Still, it takes 30 points to put the 18-wheeler down. In the meantime, the Cobra is generally creaming you with every run he makes, tearing through your Bonus Credits and Life. If you can make the head shot required to put him down, it's in your best interests. Shots that hit the driver's area generally score extra damage.

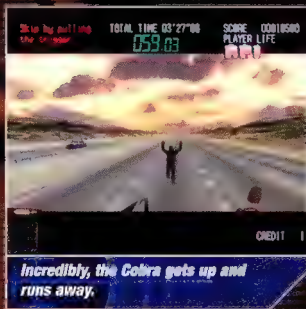
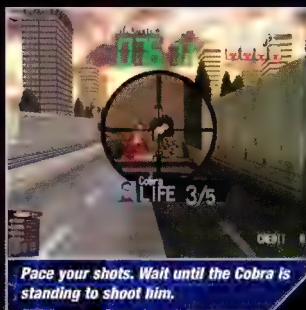
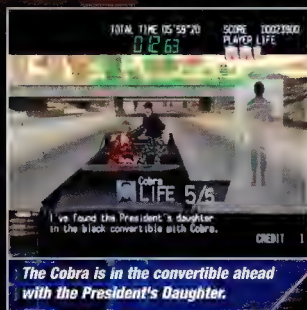




THE HIGHWAY AFTER COBRA'S ESCAPE AT THE STADIUM

MISSION TIP:

The convertible shifts from side-to-side often. You have to lead your shots at different times to hit the Cobra here. The best times to do this are when he's standing. He makes a bigger target. If you hit the President's Daughter by accident, it counts as a missed shot.





That 18-wheeler bearing down on you is one of the fiercest weapons you'll face.



Keep banging away at the 18-wheeler to chop down on the points it has. Every hit helps nudge your sniper percentage up.



However, every pass the Cobra makes cuts into your Life and Bonus Credits. It's better if you can put him down quickly.



When the 18-wheeler is coming from its original direction, aim slightly to the right of the Cobra's head to lead him.



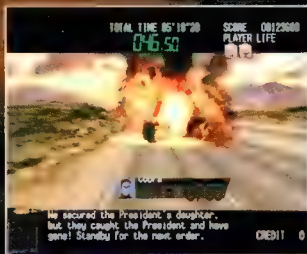
When it comes from the other direction, aim slightly to the left of the Cobra's head.



After you have inflicted enough damage on the 18-wheeler, it catches on fire.



It isn't long before it skids out of control, turns over, and...



...explodes!

MISSION TIP:

Shooting the 18-wheeler anywhere scores points. That easy marksman ship can help bring up your overall scoring percentage if you need it. Still, it takes 30 points to put the 18-wheeler down. In the meantime, the Cobra is generally crawling you with every run he makes, tearing through your Bonus Credits and Life. If you can make the head shot required to put him down, it's in your best interests. Also, in general, shots that hit the driver's area score extra damage.

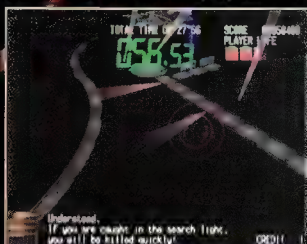
Mission 7: Enemy Base Approach 1

"We secured the President's Daughter, but they caught the President and have gone! Stand by for the next order!"

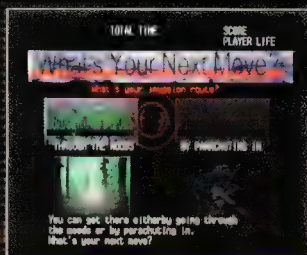
"I have received information on the location of the Enemy's Base. The President must be imprisoned there. Break into their base. Beware of the security systems!"

BEGIN MISSION

Now that the Enemy Base has been located, you still have to reach it. You can approach through the woods, or by parachute. Parachuting in is the easiest approach, though going through the woods provides Double Hit opportunities. These opportunities in the woods can increase your sniper percentage if you need it.



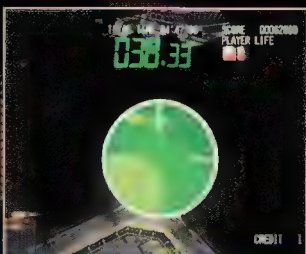
The greatest threat you face while in the air is the sweeping searchlights.



Once this mission is completed and the President's Daughter is safe, you're told the Enemy Base has been found. There are two paths to the Base. Pick one and keep going. If you scored high enough on your sniper percentage, you pull in a Bonus Credit.



If the searchlights mark you for the terrorists below, they shoot you immediately.



Target the searchlights first and put them out. Don't hurry your shots. Remember how important your sniper percentage is.



Shoot the terrorists as you can, but make sure your shots count.

MISSION TIP:

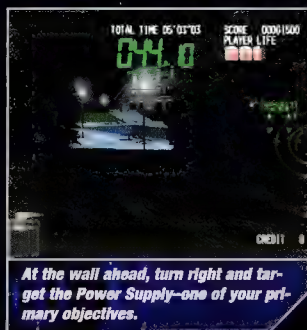
Shooting three terrorists in a row gives you a bonus extension on your time. However, missing them lowers your sniper percentage dramatically. Even though time seems to be working against you on the parachute drop, take the time to place your shots correctly. Because you're floating toward the men on the ground, you have to shoot slightly in front of them to hit them. Lead in reverse, as if they were in motion and coming at you.



Remember that approaching by parachute means that you have to shoot slightly ahead of the terrorists to hit them.

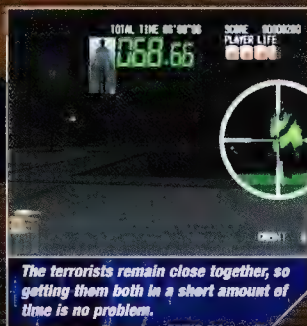
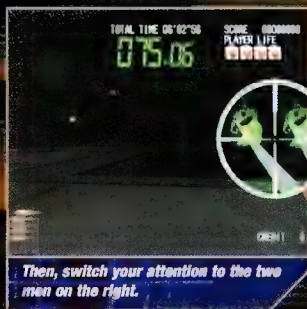
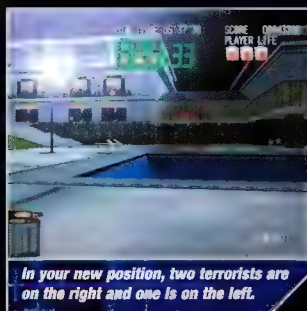


Once you clear the airfield, you spot the Enemy Base ahead.



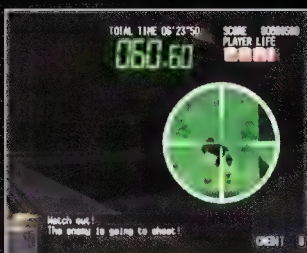
WARNING!

The flares that the terrorists throw out take away your night sights. If you're trying for sniper percentage increases, wait until the flare effects fade and your scope returns. Target the people throwing the flares first so you don't have to deal with the flare effects again. While you're blinded, the terrorists aren't.

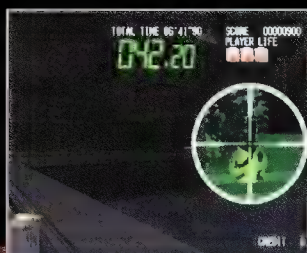




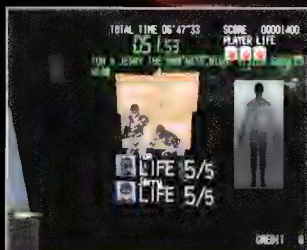
When you switch positions again, there are two terrorists near the burning Power Supply. The flames make them hard to see.



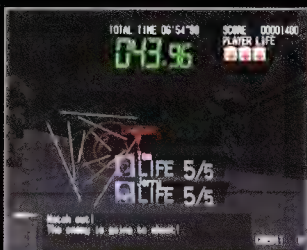
Take out the man on the left first.



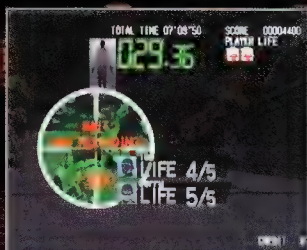
Then, take out the man on the right.



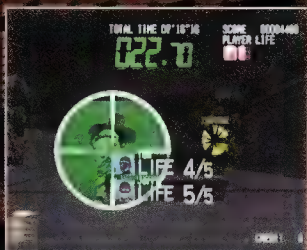
Next up is a two-man team that is purely death on wheels. Tom and Jerry run back and forth, throwing knives at you and shooting crossbow bolts.



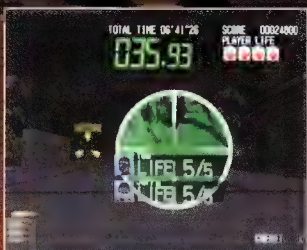
One of them always starts near the left corner. Pick him up in your scope or wait till the spotter lights him up for you.



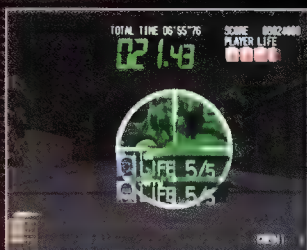
If you're still in the running for a high sniper percentage, make your shots count.



Stay with one of them and fire steadily, chopping points off the five that you need to take him down.



Head shots are the best but can be difficult to get.



Concentrate on one of them at a time.

MISSION TIP:

When fighting Tom and Jerry, stay on one at a time. Once one of them is taken out, you only have one person hurting you, and it's much easier to stay on him.



After Tom and Jerry are both down, head into the house. Pause the game and refer to the Inside the Enemy Base section.

Mission 8: Enemy Base Approach 2— Through the woods

"We secured the President's Daughter, but they caught the President and have gone! Stand by for the next order!"

"I have received information on the location of the Enemy's Base. The President must be imprisoned there. Break into their base. Beware of the security systems!"

BEGIN MISSION

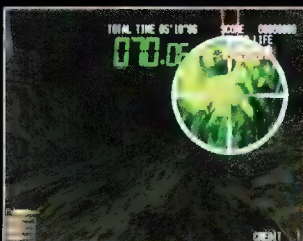
Now that the Enemy Base has been located, you still have to reach it. You can approach through the woods, or by parachute. Parachuting in is the easiest approach, though going through the woods provides Double Hit opportunities. These opportunities can increase your sniper percentage score if necessary.



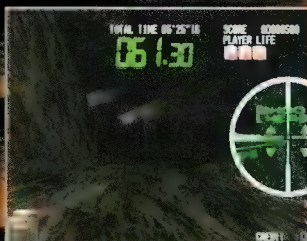
Four terrorists line the woods in front of your first position.



Sweep them from left to right.



The two terrorists on the right can sometimes be lined up for a Double Hit if you're not in a hurry and aren't afraid of taking some damage.



Take out the Power Supply ahead on the right.



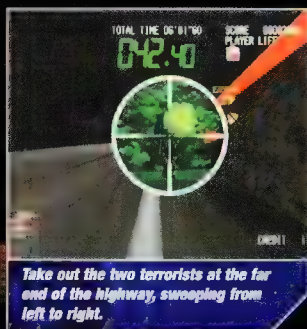
Out on the highway, take out the terrorist on the right with a closed scope to get him fast. Then, take out the terrorist on the left.

WARNING!

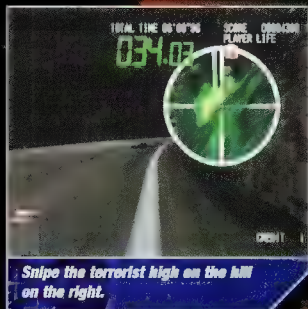
The flares that the terrorists throw out take away your night sights. If you're trying for sniper percentage increases, wait until the flare effects fade and your scope returns. Target the people throwing the flares first so you don't have to deal with the flare effects again. While you're blinded, the terrorists aren't.



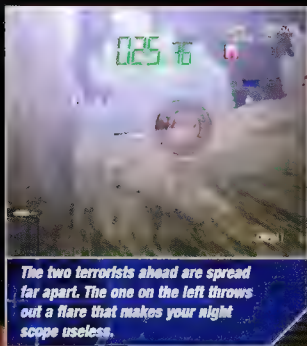
Time the far terrorist's walk to make certain of your shot.



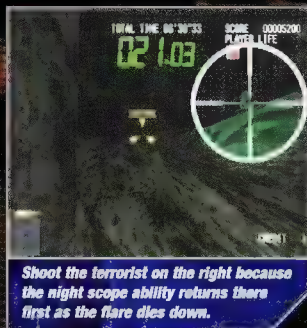
Take out the two terrorists at the far end of the highway, sweeping from left to right.



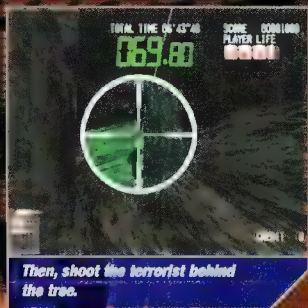
Snipe the terrorist high on the hill on the right.



The two terrorists ahead are spread far apart. The one on the left throws out a flare that makes your night scope useless.



Shoot the terrorist on the right because the night scope ability returns there first as the flare dies down.



Then, shoot the terrorist behind the tree.



At the next position, sweep the terrorists ahead from left to right.



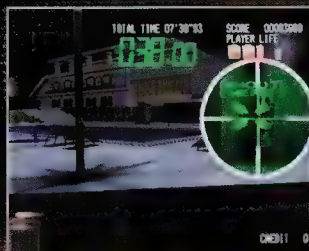
Take out the terrorist on the left first.



The two terrorists on the right can sometimes be lined up for a Double Hit.



If you don't get the Double Hit, the terrorist on the right hides behind a tree.



At the wall ahead where the Enemy Base is, turn right and target the Power Supply.



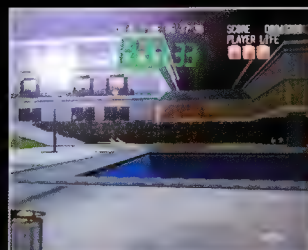
Spot the swimmers in bikinis ahead to get a Bonus Life power-up.



The middle sniper in the house ahead is throwing flares. Take him out first.



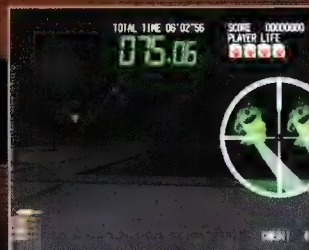
Take out the two other terrorists.



In your new position, two terrorists are on the right and one is on the left.

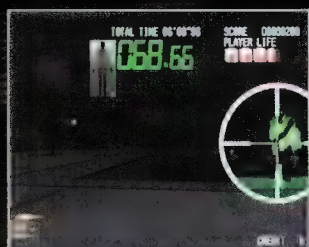


Take out the terrorist on the left first because he throws flares.



Switch your attention to the two men on the right.

Mission 8



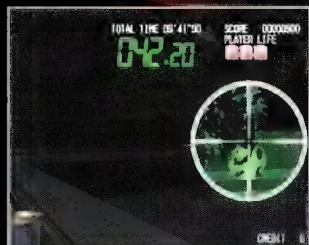
The terrorists remain close together, so getting them both in a short amount of time is no problem.



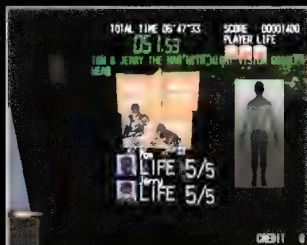
When you switch positions again, there are two terrorists near the burning Power Supply. The flames make them hard to see.



Take out the man on the left first.



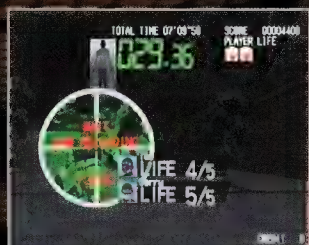
Then, take out the man on the right.



Next up is a two-man team that is purely death on wheels. Tom and Jerry run back and forth, throwing knives at you and shooting crossbow bolts.



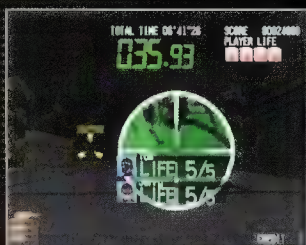
One of them always starts near the left corner. Pick him up in your scope or wait until the spotter lights him up for you.



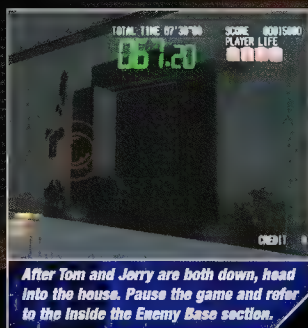
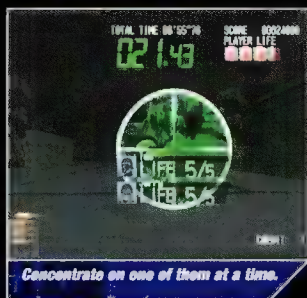
If you're still in the running for a high sniper percentage, make your shots count.



Stay with one of them and fire steadily, chopping points off the five that you need to take him down.



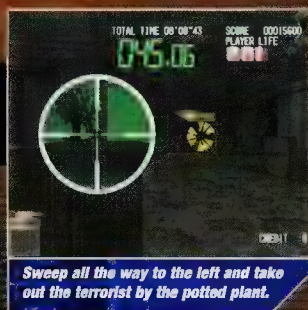
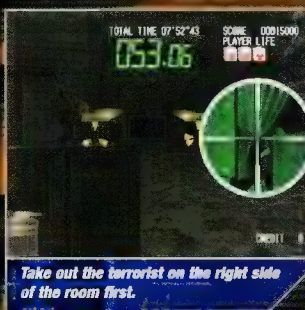
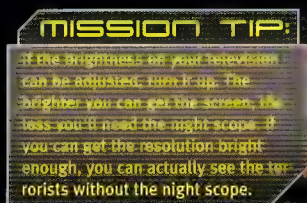
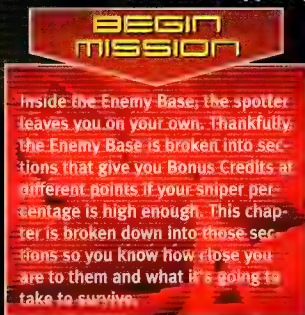
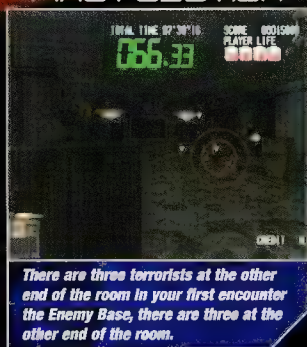
Head shots are the best but can be difficult to get.



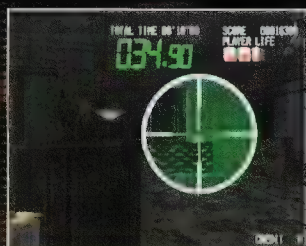
Mission 9: *Inside the Enemy Base*

*"The enemy has found us and we're fighting back!
We can't support you anymore!"*

FIRST SECTION



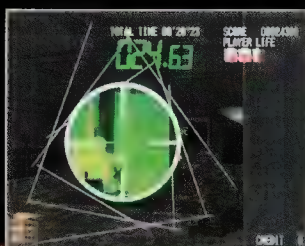
Mission 9



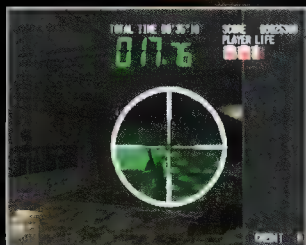
Sweep to the right and blast the terrorist on the right in the far back.



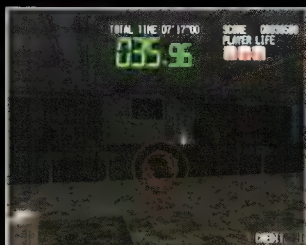
At your next position, sweep the scope to the left side of the room and take out the terrorist next to the wall.



Then, sweep right and get the terrorist behind the chair.



Get the last terrorist at about the center of the room in the back.



Shift your focus to the bar. Don't shoot the maid with the flashlight at the center of the bar.

WARNING!

A maid is at the center of the bar with the flashlight that first catches your attention. Shooting her results in a missed shot. Sniper percentage is really important and the shots and terrorists are coming hot and heavy now.



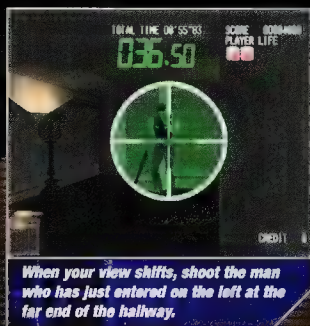
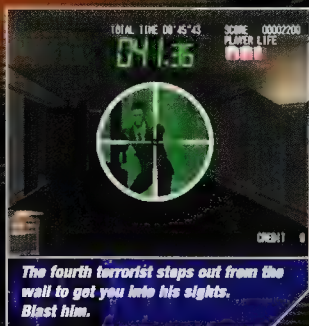
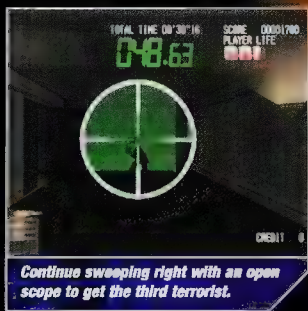
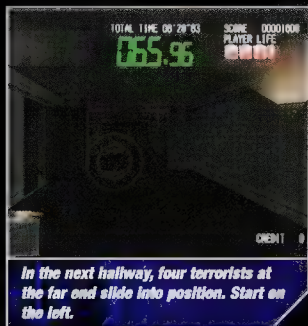
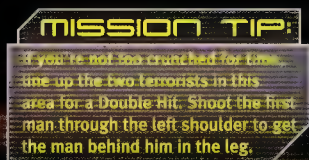
Take out the terrorist at the far left end of the bar.



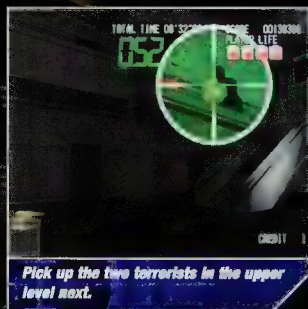
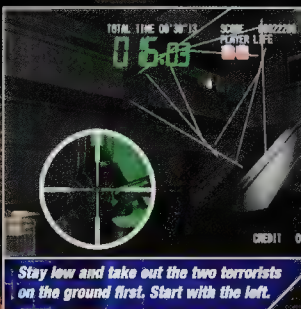
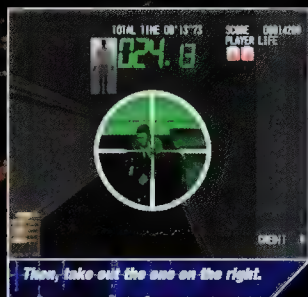
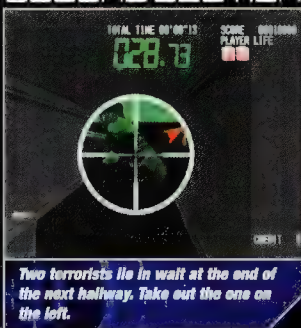
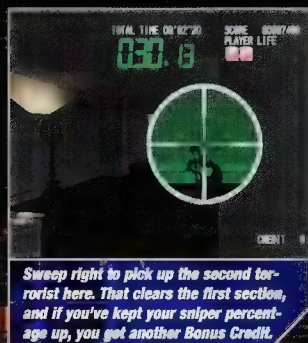
Then, take out the terrorist at the far right end of the bar.

MISSION TIP:

If you have a good sniper percentage, don't worry about time running out. Choose to make good shots that keep that percentage high. You may lose a Bonus Credit against the clock occasionally, but getting the Bonus Credits for having a high sniper percentage is important.



SECOND SECTION

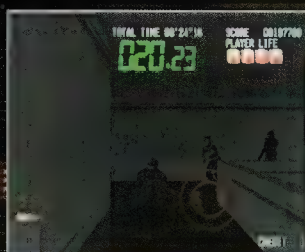




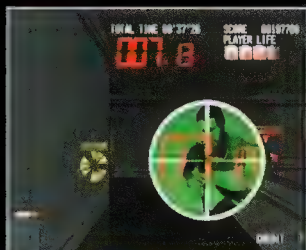
Turn quickly and take out the two terrorists at the bottom of the stairs across the room. Work from left to right.



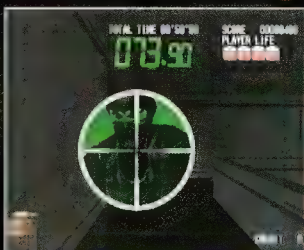
The terrorists there alternately stand up and hide. Wait till you get a clear shot.



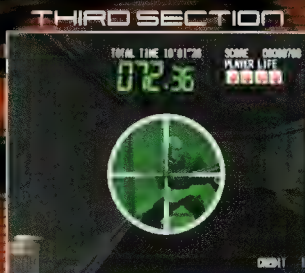
At the top of the stairs, don't panic and shoot the maid who comes running at you.



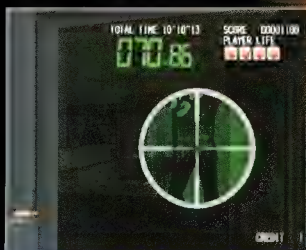
The terrorist on the left dodges behind the wall. Concentrate on the two terrorists on the right first.



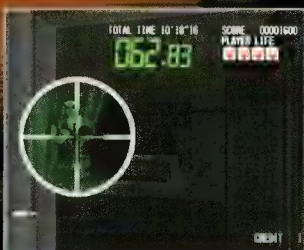
Take out the terrorist on the left with an open scope when he steps out into view. This clears the second section and gives you another Bonus Credit.



Only one terrorist is at the end of the next hallway.



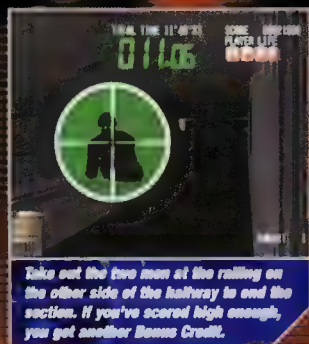
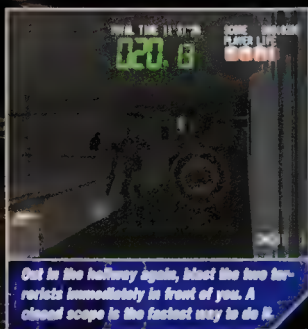
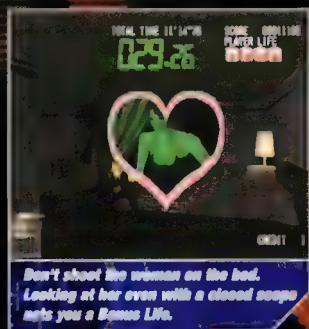
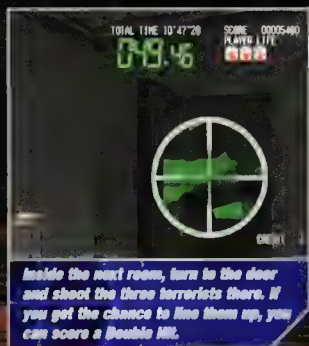
In the room ahead, take out the terrorist directly in front of you first.



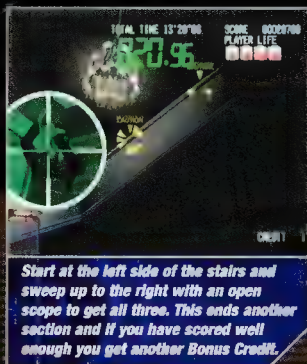
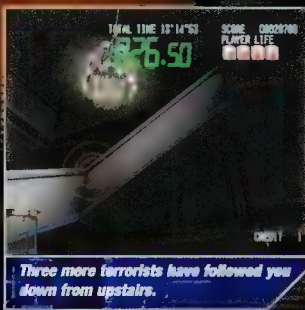
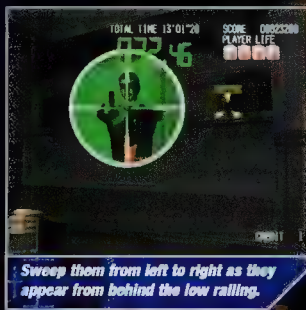
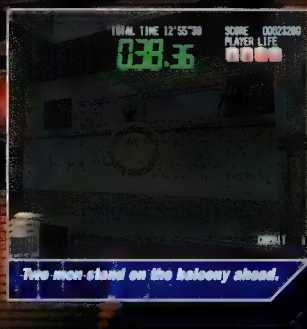
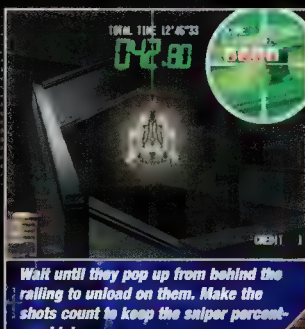
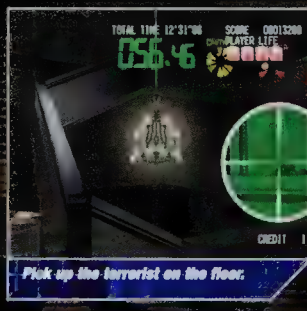
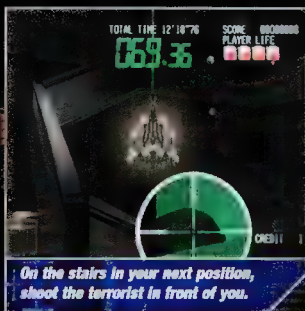
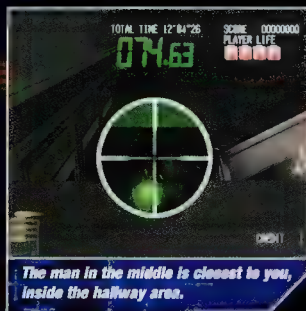
Sweep left and take out the terrorist hiding behind the sofa.



Turn back out into the hallway and take out the three terrorists at the far end. Sweep from the left to the right with an open scope to pick them up quickly.



FOURTH SECTION



FIFTH SECTION



Four terrorists are in the next hallway.



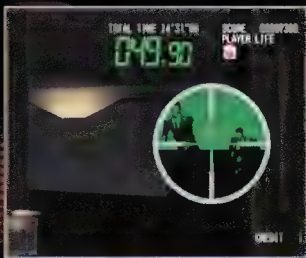
Sweep slowly from the left wall to the right with an open scope to take them all down.



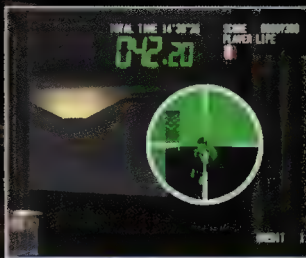
Take out the terrorist against the left wall in the hallway ahead.



Then, take out the terrorist on the right when he comes back from behind the wall where he took cover.



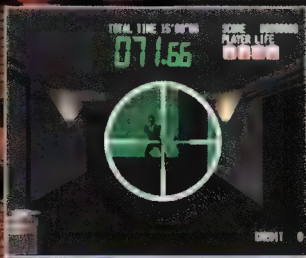
Turn right in the next hallway. Watch out for the maid!



Take out the two terrorists at the end of the hallway.



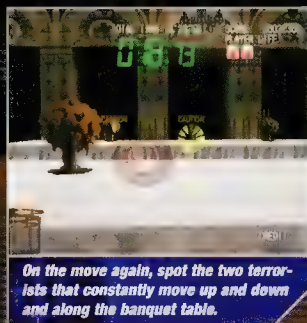
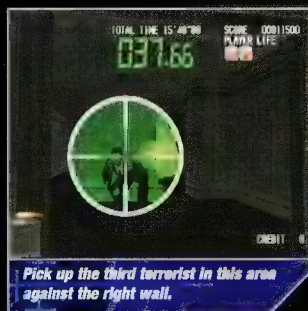
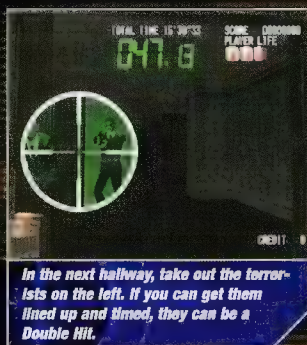
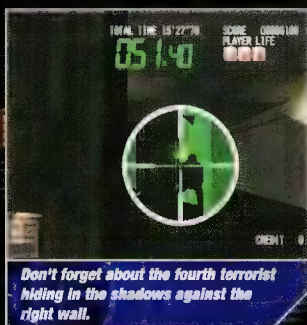
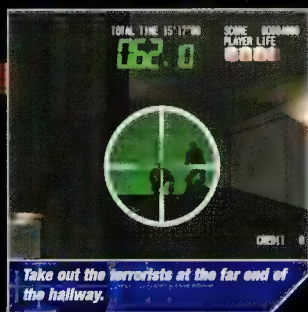
Take out three of the terrorists in the next hallway. Start with the one on the left.



Depending on the time you have remaining, you might try to line up the two terrorists on the right as a Double HIT.



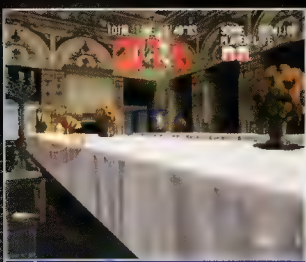
At your next position, pick up the terrorist who steps out in front of you from the left. If your luck is holding, this can turn into a nice Double HIT.



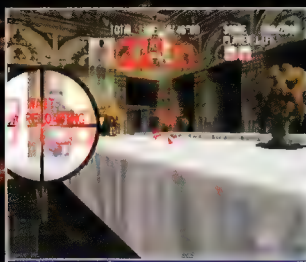
Mission 9



Time your shots and put them down.



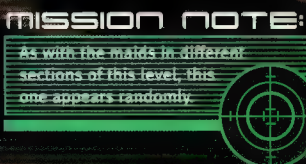
Three more terrorists enter the room behind you.



Sweep from left to right to put them down.



At your next position, watch out for the maid coming through the door with the two terrorists.

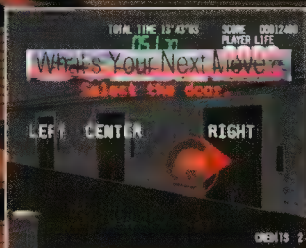


Take out the two terrorists.

END RUN



When the third terrorist in this area steps out from behind the door, blast him. This ends this section, and if you've scored enough, you're awarded a Bonus Credit.



In the hallway, choose one of the three elevators ahead by shooting it when prompted.



One of the elevators has a Bonus Life in it.



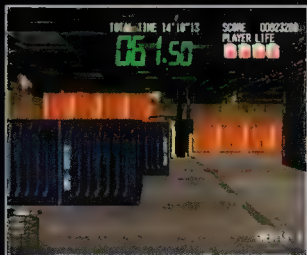
One of the elevators has a group of terrorists in it.



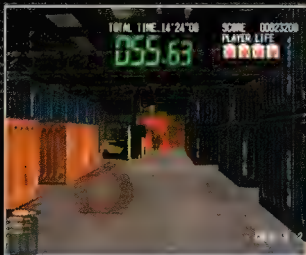
Another one of the elevators takes you to your final confrontation.

MISSION NOTE:

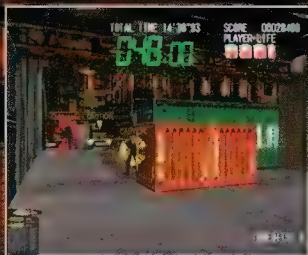
The contents of these three elevators appear randomly in the game. There are always all three possibilities, but they are mixed up.



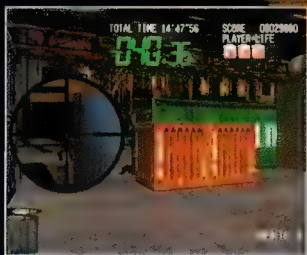
The elevator doors open to reveal a warehouse.



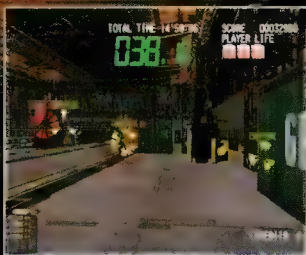
Around the corner, take out the first terrorist coming from the left.



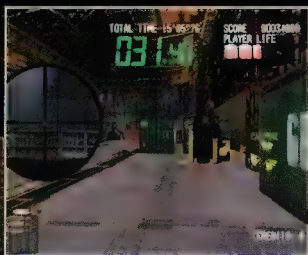
Three terrorists wait ahead. Take out the terrorist on the right first.



The other two are much farther back. Use steady shots to put them down.



Around the next corner, take out the terrorist directly in front of you first.



Take out the far targets next, sweeping from left to right.

Mission 9



Then, finish off the terrorist on the right who keeps ducking behind the transport crane.



Four other terrorists across the warehouse target you. Sweep them from left to right, making sure of your targets.



Monica holds the President prisoner. She's an absolute terror.



She's also extremely quick!



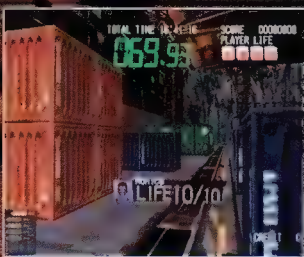
Shoot her close up.

MISSION TIP:

The best way to target Monica is with a closed scope close up. Rest the crosshairs just above her life counter. Squeeze the trigger, aiming for her chest, which isn't armored.



Shoot her some more when she retreats from you.



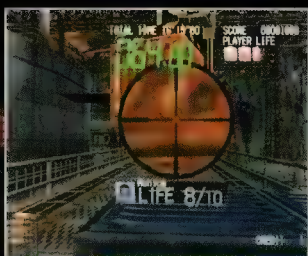
Use the same strategy at the different positions you move to as she attacks.



Keep shooting her and try to stay relaxed.



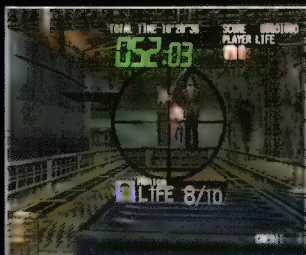
Once you have driven her back, she retreats to the President's side.



Shooting through the revolving crates is difficult.

MISSION TIP:

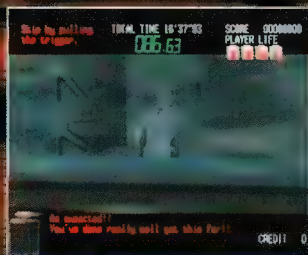
Monica usually holds her position for three or four shots. Target her, then squeeze the trigger to score. Aim for her head to put her down quickly.



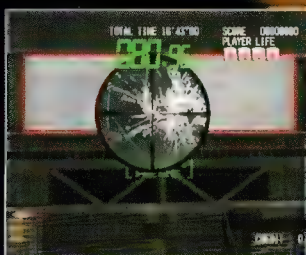
Keep aiming at Monica's head as she moves.



Once you hit her in the head, Monica goes down.



However, the danger isn't over yet.



Shoot through the glass and pursue the villain.

MISSION NOTE:

The way the game is designed, you have to shoot four or five shots to break the glass. However much it takes, you have only one bullet left at the end. Don't waste the shot because you won't get any more!



Outside, the speedboat takes off very quickly.



Only one shot remains, so make it a good one. Put the crosshairs over the terrorist's head.



Squeeze the trigger.



Once your target is down, the heat goes out of control...



...and smashes on the rocks!



Another job well done!

Cheat Codes

CODES TO BE INPUTED AT THE MODE SELECTION SCREEN. (If it is successful, sound effect will occur.)

CODE DESCRIPTION	COMMAND
No Crosshair Mode	→,→,→,■
Pink Mode (Pink color screen & heart-shaped scope)	→,→,→,■,▲
1 Int. Mode: (Mode in which you can play at 1/60 processing speed)	↓,▲,↑,■,▲,↓,→,→,→,▲
No Scope Mode	→,→,→,■,→,→,→,■
Hidden Mode	→,↓,→,■,↑,■,▲,↓,→,↓,→,■,▲
First-Person View Mode	↑,↑,↑,↑,↑,↓,↓,↓
No Enemy Cursor Mode	→,→,→,→,←,↓,↑,↑

CODES TO BE INPUTED DURING THE PAUSE SCREEN OF STORY MODE

CODE DESCRIPTION	COMMAND
Exchange a half of life for 5 seconds	↑,↑,↓,↓,↓,↑,↑,↑,↑,●,×
Exchange 5 seconds for a half of life	●,×,↑,↑,↑,↑,↓,↓,↓,↑

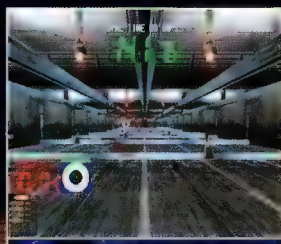
Arcade Shooting Range



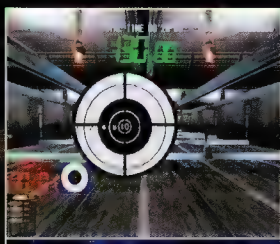
INDOOR RANGE

Want to get better out on the street, rookie? Spend some time on the indoor range. Practice all the same skills here that you use on the street.

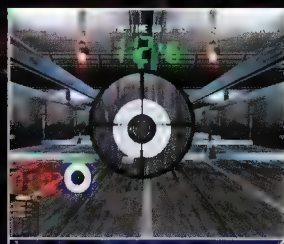
Shoot for the center of the targets when you're up against the clock, but keep in mind that head shots score more points. The faster you are and the more points you score, the more time you'll have for targets.



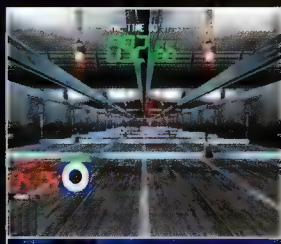
Start out nice and easy with stationary bull's-eye targets.



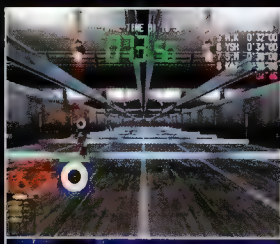
Open the scope to make the targets nice and big. Then, squeeze the trigger and knock them down.



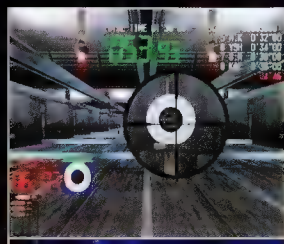
The next target gets farther back.



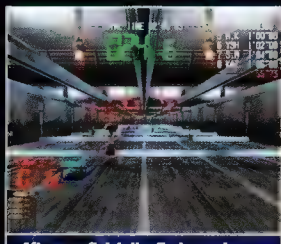
The red indicator arrows help you find each new target.



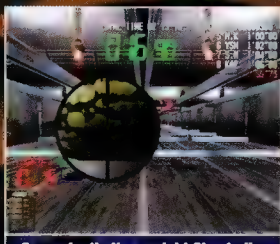
To make things more interesting, the targets begin to move.



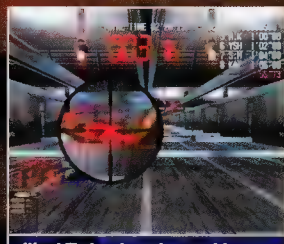
The targets continue getting farther and farther back, though some are closer.



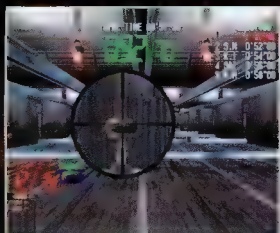
After you finish the first round, you get a batch of new targets.



Or maybe that's a patch! Shoot all the watermelons.



Wow! That watermelon went to pieces in a hurry!



The watermelons got farther back, as well.



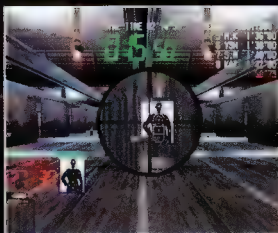
Silhouette targets are the order of the day for the third round.



The silhouette targets are set farther back as well, providing harder shots.



The next round of silhouette targets is on the move. Lead them a little to hit them.



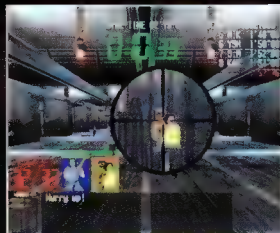
The second round of silhouette targets move even faster. Lead them a little more to take them out.



After the moving silhouette are two images.



Watch out! There are also some unarmed civilians in the field!



Some of the shots are more difficult because the targets are holding hostages. Keep pushing your skills to get better and better.

OUTDOOR RANGE

The outdoor range also improves your skills, your eye, and your smooth trigger pull. You score points for accuracy and for how efficiently you put targets down. Every second you save on the clock means more points for you.



In the beginning, every target that fills a window deserves a bullet.



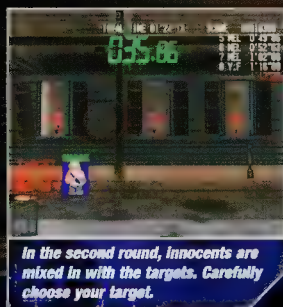
Keep the scope moving to pick up targets.



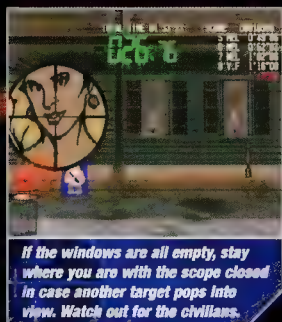
Knock down every target in the window.



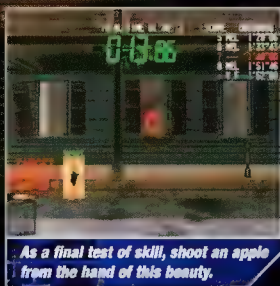
Head shots give you the most points.



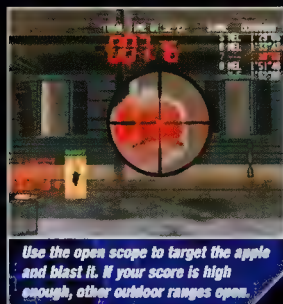
In the second round, innocents are mixed in with the targets. Carefully choose your target.



If the windows are all empty, stay where you are with the scope closed in case another target pops into view. Watch out for the civilians.



As a final test of skill, shoot an apple from the hand of this beauty.



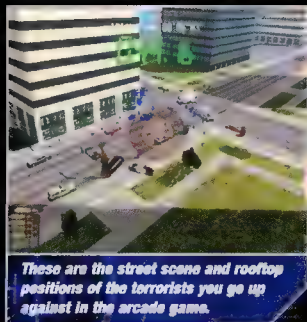
Use the open scope to target the apple and blast it. If your score is high enough, other outdoor ranges open.



TIME ATTACK

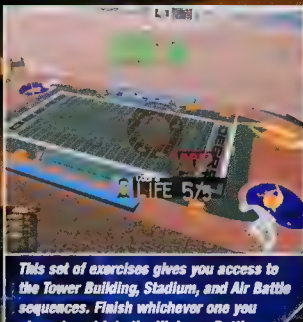
If you want to put in some extra time working on your sniping, try the time attack feature at the bottom of the main Arcade menu. These scenarios are directly out of the game, so you can perfect the moves for each of them.

EASY



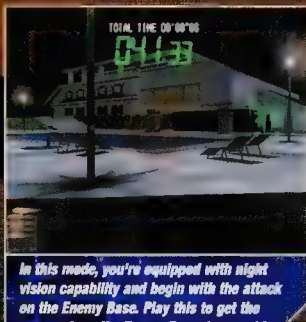
These are the street scene and rooftop positions of the terrorists you go up against in the arcade game.

MEDIUM



This set of exercises gives you access to the Tower Building, Stadium, and Air Battle sequences. Finish whichever one you chose to get into the Highway Battle.

HARD



In this mode, you're equipped with night vision capability and begin with the attack on the Enemy Base. Play this to get the approach on the Enemy Base down cold.

Original Mode

The Original Mode in *Silent Scope* is a good way to sharpen your skills, timing, or aim. You can also challenge your friends to see who gets the best score. One hundred different scenarios exist in this part of the game. They get progressively harder to beat. So, whether you play against the Original Mode to sharpen your skills or play against a friend to see who can get the best scores, Original Mode guarantees a quick, friendly game.





FE, FI, FO, FUM,

I smell the blood of an Englishman.
Be he alive or be he dead,
I'll grind his bones to make my bread.



This is a game of revenge. A dark early 1900s revenge where you'll battle against 20 different creatures using new fighting techniques, combination moves, and fatalities. A revenge that goes deep into 30 game sectors in 8 different worlds including subways, castles, sewers, cities (London|Paris), cemeteries, villages, and underwater.

A gory revenge. An extremely gory revenge.

Soundtrack by Rob Zombie.



Sega Dreamcast



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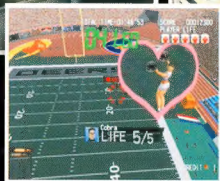
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Includes strategies
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open and closed scope
modes to your most
terrifying advantage



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ISBN 0-7615-3358-3



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